

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A gaming device comprising:
a gaming control unit;
a media control unit; and
a ~~secondary~~ display device having a mask over an LCD display having pixels of a first shape, the mask for blocking visibility of masking selected portions of the LCD display to modify the appearance of the first shape of the LCD display pixels to a second shape. on the ~~LCD display.~~
2. (Original) The gaming device of claim 1 wherein the mask comprises a stencil of round dots.
3. (Original) The gaming device of claim 2 wherein the mask is registered with the LCD to align the round dots with corresponding pixels on the LCD display.
4. (Previously Presented) The gaming device of claim 2 wherein the dots modify the shape of the pixels on the LCD display such that they are perceived as round.
5. (Original) The gaming device of claim 2 wherein the mask further comprises a stencil of segments.
6. (Original) The gaming device of claim 5 wherein the segments are arranged in seven segments units for display of numbers.
7. (Original) The gaming device of claim 1 wherein the gaming device comprises a video slot machine.

8. (Original) A gaming device comprising:
 - a primary display unit for presenting a player with video representative of play of a game;
 - and
 - a secondary display, comprising:
 - a LCD for displaying content via pixels;
 - a mask having a stencil for passing selected portions of the pixels; and
 - a transparent protective layer over the mask.
9. (Original) The gaming device of claim 8 wherein the stencil comprises a matrix of dots aligned with the pixels to provide a low-tech appearance.
10. (Original) The gaming device of claim 9 wherein the dots are round, and the pixels are square.
11. (Original) The gaming device of claim 8 wherein the stencil changes the shape of groups of square pixels into large round dots.
12. (Original) A gaming device comprising:
 - a primary display unit for presenting a player with images representative of play of a game; and
 - a secondary display, comprising:
 - a LCD display for displaying content via pixels;
 - a mask coupled to the LCD having a stencil for passing selected portions of the pixels;
 - and
 - a transparent protective layer coupled over the mask such that selected portions of the pixels are visible through the mask and transparent layer to provide a low tech appearance of the content.
13. (Original) The gaming device of claim 12 wherein the mask comprises a matrix of round dots that smooth edges of the pixels.

14. (Original) The gaming device of claim 12 wherein the mask comprises matrices of different size round dots and comprises segments for forming numbers.

15. (Currently Amended) A gaming device comprising:
a gaming control unit;
means for controlling media;
an LCD display controlled by the means for controlling media, the LCD display having pixels of a first shape; and
means for ~~masking~~ blocking visibility of selected portions of the LCD display to modify the appearance of the first shape of the LCD display pixels on the LCD display.

16.-46. (Cancelled)

47. (Currently Amended) A gaming device comprising:
a gaming control unit;
a media control unit coupled to the gaming control unit; and
a display device coupled to the media control unit, the display device including a display having pixels of a first shape, the display device further having a mask over [[a]] the display for
~~masking~~ blocking visibility of selected portions of the display to modify the appearance of the first shape of pixels on the display to a second shape.

48. (Previously Presented) The device of claim 47 wherein selected portions of the pixels are visible through the mask to provide a low tech appearance of content represented by the pixels on the display.

49. (Previously Presented) The device of claim 47 wherein the mask has stencils that line up with corresponding graphics being displayed on the display to provide a low- tech appearance to a viewer with an appearance of increased resolution.

50. (Previously Presented) The device of claim 47 wherein the mask comprises a dot matrix stencil aligned with a graphic image of a scene being displayed on the display.

51. (Previously Presented) The device of claim 50 wherein the mask covers only a portion of the display and is aligned with selected graphics being displayed on the display.

52. (Previously Presented) The device of claim 47 wherein the mask is fixed to the display with a pressure sensitive adhesive.

53. (Previously Presented) The device of claim 47 wherein the mask is fixed to the display with static electricity.

54. (Previously Presented) The device of claim 47 wherein the mask is formed of a flexible material.

55. (Previously Presented) The device of claim 54 wherein the mask further comprises a filter.

56. (Previously Presented) The device of claim 47 wherein dots are formed on the mask in a position to smooth edges of the display pixels to provide a low-tech appearance to a viewer with an appearance of increased resolution.